Our thanks to Paul McCartney and all at MPL ever have come together

Game Design: Ron Harris. Design Assistant: Caroline Mickler Programmer: Concept Software.

MND GAMES

In designing their Mind Games series Argus has opened up a new world of entertainment for you and your computer to explore. Go beyond the games of zapping and fast reflexes and enjoy a completely new experience.

These are sophisticated adventure and strategy games with state-of-the-art graphics designed to stimulate the imagination, taking you into a new and exciting relationship with your computer.

The Argus Personality Control System sets up different lifestyle patterns for each character in the game. Your task is to predict how each person will behave and where he/she will be at different times of the day.

LOADING INSTRUCTIONS

ND"". If the program loads subsequent programs remember to stop the tape if told to do so.

Check the label on the cover to make sure that this tape is the correct one for your computer.





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Other exciting Mind Games –



The Nostromo is coming home. You awake. As Commander you must grapple with a terrifying life force you cannot comprehend. The ship has become a trap — something evil stalks the

Using the unique Argus PERSONALITY CONTROL SYSTEM you must command the crew to execute your plans. Beware! They will interpret your orders in their own individual way. Decisions are real-time and the drama unfolds across a full graphics map of the ship.

Every time you dare to try this epic battle of survival you will be faced with the reality of the action — and because of the unique PCS facility it's different every time!

AMERICAN FOOTBALL

The play begins. Go Go Go! will you make it??? For one or two players. A full action, strategic simulation. Fast animated graphics and statistics charts. Experience the excitement of American Football





SETTING THE SCENE

clutches of evil financier Rath.

- even the rights to your own LP!

but that one track. Trouble is, that it just happens to be the one that was destined for the singles market and your backer — Rath — is not well pleased at the

thought of losing out on all that money. You have been delivered an ultimatum:-get that track back by midnight, or he will call in your loans and you'll lose the lot

In order to be sure of holding onto your assets you have to put that tune back

together again — despite the fact that it's so long since you recorded it, you can't remember enough of the notes to do any good! If you could only talk to the other

people who attended the original recording session, perhaps you could pick up enough pieces of melody to be able to remix the tune yourself in time to meet Rath's deadline.

Normally this would be no trouble at all, you could just call them up at work

and all would be well. Only one problem — today is Saturday and finding the seven people involved is not going to be that easy

Naturally they're scattered all over London, doing all the things people do in cities on a Saturday, eating out, shopping, sightseeing etc. etc. All the things in fact that make them very hard to find! Well nigh impossible in fact. Your only hope lies with your car computer. It's an excellent "hacker" and can get into most

large systems if given the chance. This is a help since the London Underground for "Tube") runs on computers and hence your car can find out whenever one of the people you need to talk to uses their Tube season ticket to get in or out of the

As the Underground is the only civilised way to move around London at the

weekend, you've got a good chance of locating your friends in time ... maybe! London's a big place and in order to be certain of making contact you're going to

That should be the easy part, after all they are your friends aren't they? You

know how they live and where they like to go at weekends, so a little deduction,

excellent driving skills, a good memory and a lot of luck should be all you need to

have to be able to anticipate their next move!

save the band!

Easy huh?



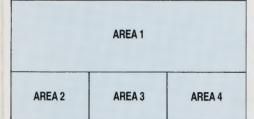
WHAT TO DO ... Broad Street, the game, gives you the chance to play the part of Paul To win the game you must collect all the segments of the song "No more Lonely Nights" from the seven characters in the game. To do this all you have to do is find them. Be outside a Tube Station McCartney and take on the problem of saving your band and its music from the as they emerge and the tune is yours. A piece of it anyway. The master tape for your latest LP has been destroyed (probably recorded over at the Whitechapel Studios!). Fortunately all but one track has been recovered from earlier tapes and the LP has been painstakingly rebuilt by the engineers. All

Once you've all the pieces, drive back to Abbey Road and get the tune in through the mixing desk onto the tape. And do it by midnight or you lose it all. Rath will be trying to stop you whilst you drive around — watch out for the hired meanies — and traffic wardens will cost you precious time if they can get a wheel clamp onto your car. Then it's back to Abbey Road to pick up another

If you successfully mix the tune in time you win the game and the bad guys are foiled. If you don't make it you'll discover what happens to rock stars who go bust — and it ain't fun!

AND HOW TO DO IT

While you're collecting the tune together there are two types of screen display, a 'driving' screen and a 'meeting' screen, but both follow the general layout below:-General Screen Layout



DRIVING SCREEN As you drive around in pursuit of your friends: Area 1 shows the road map across which you're driving. Watch for the London Underground symbol Θ which indicates the Tube Stations: Area 2 is where the computer shows you the characters' movements. A picture of the person will appear, as will the name of the station they used, the time they used it, and whether they went in or came out.

Area 3 is your scanner — it gives you a local map of the area

around the car, which will move as you do, to help you keep track of where you are. As you drive around, Area 4 puts up the name of the Tube Station you're closest to, as you pass it. This locates you absolutely within London.

(Check with the printed map if you're really lost.) Beneath this. musical notes appear to remind you how much of the tune you've collected. Ten is a full set.

The clock shown here is the game clock. By this, you win or lose! It starts at 9.00 am and at the stroke of midnight, its all over! Your score is shown at the bottom of this segment.

Once you make it to a Tube Station and stop the car, Area 1 changes to a film screen type view of what's going on, showing the station you're at and the view of London from that point. Areas 2 and 4 remain the same, but the scanner, Area 3, now shows the music you've just collected — assuming you've made contact.

In order to get those notes you must be at the Tube Station before your friend comes out. You work out where they're going to be by checking out the character sketches given on these pages and, once they go down a Tube Station, working out where they'll come up

This is easy to do once you understand the person's lifestyle. Examine these lifestyles for the locations of the weekend hangouts and corresponding Tube Stations. They have to be going somewhere — and chances are that somewhere is one of these Consider all the factors — time of day, where they entered the Tube. where their friends live, what their hobbies are etc., as each contributes to the possibilities

Once you make your choice, head for it fast. If you're wrong the computer will tell you soon enough!

Once you complete the song head directly for the studio. To win you have to put the tune through the desk you will find there, in as near perfect condition as possible. Too much distortion, or not close enough sound balance, and you'll never get it all in. Just to be totally rotten we're not going to tell you how to work the mixing

You'll have to find out once you get there - IF you get there. We're not even going to show you what it looks like

Suffice it to say that a little experimentation with the joystick should give you control and that a thing is in balance when all its components are equal!

MPL Communications Ltd

Cryptic, eh?

TAKING CONTROL

Normally Broad Street will be played with a joystick. Simply move the stick in the direction you want the car to go. Holding it forward causes the car to accelerate and pulling back slows you down. As you pass a Tube Station press the 'Fire' button to go into the meeting sequence. Press 'Fire' again to move off once you decide to leave the station, and you'll reappear on the scrolling map

You can PAUSE the game at any time by pressing @ Press again to re-enter the fray! To quit, PAUSE and follow the

If you are using the keyboard for control the corresponding keys A: Forward/Accelerate Z: Slow down N: Left_M: Right Space Bar: Meeting Sequence

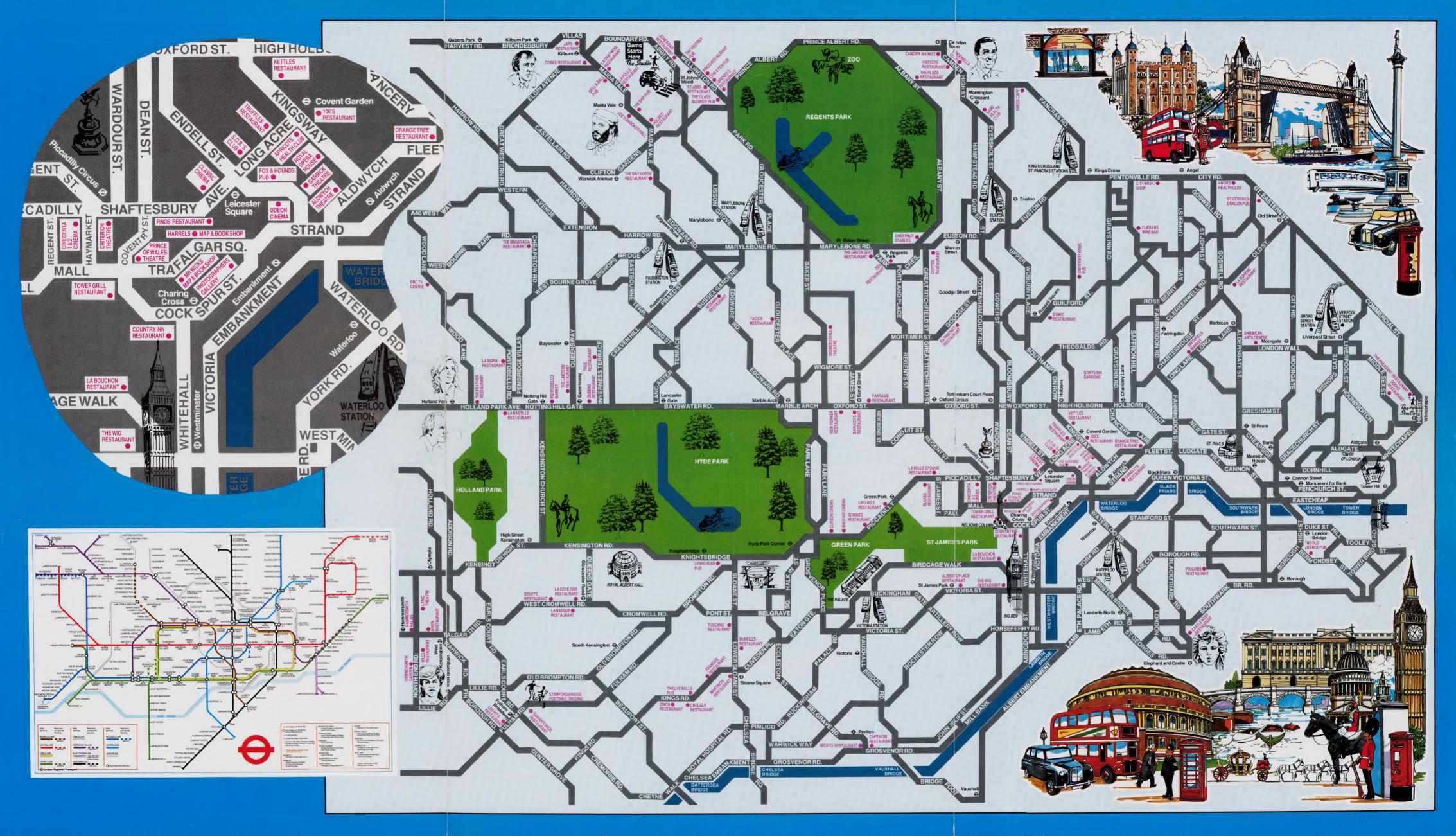
- Read the character sketches CAREFULLY. They really do provide the clues you need as to where each person might be going. You have to decide their destination, taking into account the time of day, where they've already been and, most important, their lifestyle.
- Familiarise yourself with the road network, especially around the centre of town. Most people head into the centre at sometime on a weekend, so being able to get quickly from one Tube Station to another in this area will obviously pay dividends.
- 3. Run the day through at least once and watch how the people behave on your car computer. This game is all about people and understanding them. Try to put yourself in their shoes and decide where you'd be going if you were them.
- When the game starts, head for the middle of London. At least you're moving and going towards an area of high activity.
 During the game, KEEP MOVING. Not only will you get clamps if you park too long but if you're going nowhere you'll never get anywhere first, now will you?
 Think on the move.

5. Above all else — have fun!









PAUL McCARTNEY'S

Give my regards

BROAD STREET



...7 busy characters, 10 lost chords, 15 hours, 48 Traffic Wardens, 95 London Tube Stations, 125,720 square feet of London, 7 million Londoners...943 action filled screens.

MND GAMES





